

WE CLAIM:

1. A method of playing a wagering game comprising:

accepting a player wager;

5 allowing a player to cause two or more dice to be rolled a first time;
allowing the player to either hold or discard each of the rolled dice;
allowing the player to cause the discarded dice to be rolled at least one time; and
resolving said wager based on a sum of the held and re-rolled dice.

10 2. The method of claim 1 further comprising advancing said player to one or more
bonus rounds in response to the two or more dice each having identical values after a
final roll.

15 3. The method of claim 1 wherein low dice sums and high dice sums result in the
player winning the wager.

4. The method of claim 2 further comprising the player selecting one of multiple pay
tables corresponding to playing the bonus rounds wherein the pay tables are each
based on differing levels of risk and differing payouts.

20 5. The method of claim 1 further comprising advancing a player to one or more
progressive jackpot rounds in response to preestablished dice outcomes.

6. A method of playing a wagering game comprising:

25 accepting a player wager;
allowing a player to cause five six-sided dice to be rolled a first time;
allowing the player to either hold or discard each of the five rolled dice;
allowing the player to cause the discarded dice to be rolled at least one time; and
resolving said wager dependent upon a sum of the five dice.

7. The method of claim 6 further comprising advancing said player to one or more bonus rounds in response to the two or more dice each having identical values after a final roll.

5 8. The method of claim 6 wherein low dice sums and high dice sums correspond to the player winning the wager.

9. The method of claim 8 wherein low dice sums correspond to a range of 5 through 12, inclusive, and high dice sums correspond to a range of 23 through 30, inclusive.

10 10. The method of claim 7 further comprising the player selecting one of multiple pay tables corresponding to playing the bonus rounds wherein the pay tables each include different payouts related to varying levels of reward.

15 11. The method of claim 10 wherein the pay tables include rewards for conservative, aggressive and high-risk play.

12. The method of claim 6 further comprising advancing a player to one or more progressive jackpot rounds in response to preestablished dice outcomes.

20 13. A wagering game comprising:
a gaming table for rolling dice, said table having a gaming layout;
multiple dice; and
a wagering area depicted on said layout wherein players may place wagers, said
25 wagers being based on a sum of the dice subsequent to a preestablished number of rolls wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again.

30 14. The wagering game of claim 13 wherein five six-sided dice are rolled and winning low dice sums are 5 through 12, inclusive, and winning high dice sums are 23 through 30, inclusive.

15. An electronic gaming machine comprising:
a machine processor;
a player interface;
a display in communication with said processor, said display for displaying
5 processor produced simulated rolls of two or more dice; and
means for accepting a wager, said wager being dependent upon a sum of the two
or more dice subsequent to a preestablished number of rolls of the two or more dice
wherein after each roll a player may select which dice to hold and discard such that
only discarded dice may be rolled again.

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16. The gaming machine of claim 15 wherein the display employs touchscreen
technology.

17. A method of playing a wagering game comprising:

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accepting a player wager;
permitting the player to roll two or more dice one or more times;
permitting the player to hold any number of the rolled dice after each roll and
permitting the player to re-roll the dice not held; and
resolving said player wager according to a pay table setting forth payouts
20 corresponding to a sum of the two or more dice after a final roll.

18. The method of claim 17 wherein five six-sided dice are rolled and winning low dice
sums include 5 through 12, inclusive, and winning high dice sums include 23 through
30, inclusive.

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19. A computer network, including a plurality of terminals in communication with one
or more central computers, for facilitating play of a wagering game comprising;
a wagering game program stored on the one or more central computers;
a terminal having a display for displaying processor produced simulated rolls of
30 two or more dice, said terminal further having a player interface for a player to play said
wagering game; and

wager accepting means, said wager being dependent upon a sum of the two or more dice subsequent to a preestablished number of rolls of the two or more dice wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again.

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20. A method of playing a wagering game comprising:

accepting a player wager on two or more dice groups;

allowing a player to cause five six-sided dice from a first dice group to be rolled a first time;

10 allowing the player to either hold or discard the five rolled dice from the first dice group;

placing in each dice group the dice values held in the first dice group such that each dice group has the same held dice values after the first roll of the first dice group;

allowing the player to cause the non-held dice of each dice group to be rolled; and

15 resolving said wager on each dice group dependent upon a sum of the five dice in each dice group.

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